

DEFAULT CONTROLS (CAN BE REMAPPED VIA THE OPTIONS MENU)

UNITS

Create Group	Ctrl [1] through [0]
Select Group 1	[1]
Select Group 2	[2]
Select Group 3	[3]
Select Group 4	[4]
Select Group 5	[5]
Select Group 6	[6]
Select Group 7	[7]
Select Group 8	[8]
Select Group 9	[9]
Select Group 0	[0]
Select All	Ctrl [A]
Select Like	Ctrl [Q]
Next Unit	[F]
Previous Unit	[D]
Guard	[G]
Attack	[A]
Stop	[S]
Move	[M]
Waypoint	[W]
Retreat	[E]
Reinforce	[H]
Place Beacon	[B]
Super Weapon	Ctrl [W]

LAND

Force Crush	Ctrl [G]
Force Push	Ctrl [F]
Force Lightning	Ctrl [L]
Force Corrupt	Ctrl [R]
Force Heal H	[H]
Force Protect	Ctrl [P]
Deploy/Undeploy	Ctrl [D]
Take Cover	Ctrl [Z]
Flame Thrower	Ctrl [T]
Jet Pack	Ctrl [J]
Capture Vehicle	Ctrl [V]
Eject	Ctrl [E]
Thermal Detonator	[K]
Drop Thermal Detonator	Ctrl [K]
Emp Burst	Ctrl [B]
Rocket Weapon	Ctrl [O]
Cable Attack	[C]
Sensor Ping	Ctrl [O]
Control Turret	Ctrl [Y]
Repair Vehicle	Ctrl [U]
Boost Weapon Power	Ctrl [B]
Self Destruct	Ctrl [X]
Deploy Stormtroopers	Ctrl [H]
Maximum Firepower	Ctrl [M]
Sprint	Ctrl [N]

SPACE

Boost Shield Power	Shift [O]
Weaken Enemy	Shift [K]
Gravity Well Generator	Shift [G]
Barrage Area	Shift [B]
Hunt For Enemy	Shift [H]
Boost Engine Power	Shift [E]
Lure Enemy Fighters	Shift [L]
Missile Jamming Field	Shift [M]
Lock Wings	Shift [W]
Tractor Beam	Shift [T]
Proton Beam	Shift [P]
Call For Wingmen	Shift [C]
Lucky Shot	Shift [S]
Redirect All Firepower	Shift [R]
Ion Cannon Shot	Shift [I]
Seismic Charge	Shift [X]
Invulnerability	Shift [Z]
Destroy Planet	Shift [D]

INTERFACE

Game Options	[Esc]
Chat	[Enter]
Scroll Up	[↑]
Scroll Down	[↓]
Scroll Left	[←]
Scroll Right	[→]
Reset Camera	[End]
Camera Center	[Page Up]
Camera Home	[Home]
Camera Zoom in	[Ctrl]
Camera Zoom out	[Ctrl] + [Spacebar]
Tactical Overview	[Insert]
Camera Tether	[Scroll Lock]
Movie Mode	[Spacebar]
Cinematic Camera Mode	[G]
Screen Shot	[F12]
Quick Save	[F5]
Quick Load	[F6]
Mission Holocron	[Tab]
Planetary Information	[Caps Lock]
Taunt 1	[Num Pad 1]
Taunt 2	[Num Pad 2]
Taunt 3	[Num Pad 3]
Taunt 4	[Num Pad 4]
Give Credits (Multiplayer)	[Shift] + [Y]

SW Empire At War

STAR WARS™ EMPIRE AT WAR



LUCASARTS™

WARNING**PLEASE READ BEFORE INSTALLING
OR USING THE SOFTWARE****PHOTOSENSITIVE SEIZURES**

A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR. Parents or guardians should watch for or ask their children if they are having any of the above symptoms - children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

**INTERNET CONNECTION AND SYSTEM REQUIREMENTS FOR
ONLINE PLAY NOTICE**

You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play this game online. If you do not use an Internet connection, you cannot play the game online. Such Internet connection may require you to pay a separate fee.

NOTE ON THE MANUAL

Some of the information in this manual may have changed prior to the game's release. If any information you are looking for does not appear correct, please refer to the ReadMe file by accessing it through the launcher.

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SECTION 1

INSTALLATION

SYSTEM REQUIREMENTS

Before installing *STAR WARS: EMPIRE AT WAR* on your PC, please ensure that your computer meets the minimum system requirements. For additional information regarding compatibility and technical issues, refer to the Readme file and the Troubleshooting Guide included on your game disc.

INSTALLING THE GAME

To install *STAR WARS: EMPIRE AT WAR*, insert Disc 1, or the DVD, into your computer's CD-ROM or DVD-ROM drive. If you have Autorun enabled, the game's launcher will appear. Click the install button to begin installing the game on your computer.

If your computer does not have Autorun enabled, open My Computer from the Windows Start Menu and double-click on the CD-ROM or DVD-ROM drive showing the *EMPIRE AT WAR* icon. Double-click the program icon to open the launcher.

NOTE: We recommend turning off all background applications and virus scanners before beginning installation.

Once installation has begun, a series of onscreen instructions will guide you through the process. If you experience problems with the installation, click the Help button on the launcher menu and read the Troubleshooting Guide for more information.

MINIMUM REQUIREMENTS

Computer: 100% DirectX 9.0c compatible computer

CPU: Intel Pentium III 1.0GHz or AMD Athlon 1.0 GHz

Operating System: Windows 2000, Windows XP

RAM: 256 MB

Graphics Card: 32 MB graphics card with Hardware Transform and Lighting (T&L) capability

Sound Card: 100% DirectX 9.0c compatible PCI, USB, or Onboard Audio Device

Internet: 56kbps or faster connection (required for multiplayer only)

ALSO REQUIRED

Input Device: Keyboard and Mouse

Monitor: 1024 X 768 capable monitor

Hard Drive Space: 2.5 GB of hard drive space. Please allow an additional 200 MB of free space after installing the game for the Windows swap/page file and additional patch downloads.

DirectX: Microsoft DirectX 9.0c is included on this game disc. **NOTE:** DirectX may require the latest updates for your operating system. This may also include the latest drivers for your particular motherboard, sound and video hardware.

You can analyze your computer from the launcher's Help menu to ensure that it meets all of the game's requirements.

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SECTION 2:

WHAT IS STAR WARS: EMPIRE AT WAR?

From the dirt of the battlefield to the depths of space, *STAR WARS: EMPIRE AT WAR* puts the epic struggle for control of the galaxy at your fingertips. You will take command of either the burgeoning Rebel Alliance or the oppressive Galactic Empire. As the ultimate galactic commander, you must construct build up your army and strategically deploy your forces in order throughout the galaxy to conquer each every enemy controlled planet. Wage war on the land and in space.

STAR WARS: EMPIRE AT WAR's action is persistent, meaning that strategic decisions on the galactic map and tactical elements results from previous battles will have a lasting impact on the galaxy. Your space forces in orbit over a planet can reinforce your fleets in the heat of battle, or assist in ground assaults. You can tactically also choose to retreat from any battle, regroup your forces, and return better equipped in the future.

There are three different ways to play *STAR WARS: EMPIRE AT WAR*. Each way focuses on a different method of capturing planets and offers a unique play experience.

CAMPAIGN

Play as the Empire and conquer the galaxy or choose the Rebels and liberate it. The choice is yours as you play through a series of epic story-based missions on land and in space. Your forces will be small at first, but as you progress through the campaign more of the galaxy will become yours to command, including new planets, technologies, and heroes. If you want to experience the exciting events leading up to *Star Wars: Episode IV* from the perspective of the Empire or the Rebels, then this is the game mode for you.

GALACTIC CONQUEST

Conquer the galaxy your way! Choose from several different starting scenarios which include galaxies of different sizes, technology levels, and starting credits. This freeform game mode offers an open-ended experience that includes all the elements from the story campaign allowing you to create your own extraordinary scenarios to decide your path to victory. This game mode can be played against the computer or a human opponent.

SKIRMISH BATTLES

Conquer a single battlefield in one intense battle. Skirmish battles are shorter conflicts fought either on land or in space and always between two teams. In this mode all resource gathering and construction will take place on the battlefield itself, since there is no persistent galactic map exists. You can play this mode one on one against a human opponent, or with a combination of up to seven human or CPU opponents. Players on a team cooperate to secure victory. Skirmish mode offers a familiar experience in the style of many classic real-time strategy games, but with a focus on fast-paced action.

HOW DO YOU PLAY STAR WARS: EMPIRE AT WAR?

Campaign and Galactic Conquest game modes are played in from three different, but connected modes of the battlefield:

GALACTIC MAP

In the Galactic Map you have control over all of your fleets, armies, and planets. This is the primary game mode where building and unit construction takes place, income is gathered, and your global strategy is planned. To move your forces to other planets, grab and drag them to a slot on another planet. If your army enters a planet controlled by the enemy, a tactical battle will begin in space or on land. The attacker must conquer both the space and the land map of a planet in order to take control of a system. Doing so earns instant credits and will get you closer to your goal of galactic domination.

SPACE TACTICAL COMBAT

When your space fleets encounter an enemy in orbit above a planet, a space tactical battle will be initiated. In space tactical combat, the attacking fleet must destroy the defender's entire enemy fleet and space station (if a station is present). Be aware that *you cannot build any new units during a tactical battle*. If the attacker is victorious, they will take control of the space above the planet. The attacker may then launch an attack on the planet's surface.

LAND TACTICAL COMBAT

In land tactical combat, the attacking army must destroy the enemy's base structures and units. To do this you must land reinforcements from orbit above the planet within the radius of any friendly reinforcement point. As in space, be aware that *you cannot build new units during a tactical battle*. The attacker can only reinforce with existing units built on the Galactic Map. Military structures will allow the defender to purchase bonuses for their units and provide a steady supply of Garrison Units to help defend the base. While exploring the planet, your units may discover valuable structures that they can capture and control.

NOTE ON SKIRMISH MODE: Skirmish play includes is a single tactical battle, and there is no Galactic Map. Unlike Campaign and Galactic Conquest modes, when playing a Skirmish game unit construction does occur during battle from within the buildings that are present on the map. Each player receives a steady flow of credits but can increase their income by capturing strategic points on the map.

GETTING STARTED

TUTORIAL

The tutorial is a great place to start the game, even for experienced players. If you've never played a strategy game before, start with Tutorial 1. If you have played strategy games before, feel free to skip ahead to the more advanced tutorials. Here you will discover the innovative features that make *STAR WARS: EMPIRE AT WAR* unlike any other strategy game.

BASIC CONTROL

You can play the entire game using only your mouse. Simply click the left mouse button to make a selection. You can click and drag your units between slots on the galactic map, or drag a selection box to choose multiple units in battle. In battle you can click the right mouse button to issue orders to your selected troops, or to choose a unit's special abilities. You can use the mouse wheel to zoom in on a planet on the galactic map, or to adjust to your viewpoint during combat. For more information about the interface or on specific units, let your mouse cursor rest over the icon. A tool tip will appear with more information.

TOOL TIPS

Tool tips provide you with a lot of useful information at a glance.

TOOL TIPS

Units

POPULATION COST
NAME
SPECIAL ABILITIES
DESCRIPTION
UNITS IT IS STRONG AGAINST
UNITS IT IS WEAK AGAINST

Planets

POPULATION BONUS
CONTROLLING FACTION
NAME
DAILY CREDITS
WEATHER CONDITIONS
DESCRIPTION
SPACE STATION LEVEL
GROUND CONSTRUCTION SLOTS

For a complete list of default controls, refer to the back cover of the manual. Remember that you can customize your controls however you like in the game options.

DROID ADVISOR

The droid advisor is your one-stop resource for hints and information. For more information, see page 9.

CHOOSING YOUR FACTION

The Rebel Alliance and the Empire employ very different tactics in their pursuit of galactic domination. Consider these unique strategic factors when choosing your faction.

Galactic Empire

- CONSTRUCTS LARGE ARMIES FOCUSED ON OVERWHELMING VEHICULAR POWER.
- RESEARCHES SEVERAL NEW TECHNOLOGIES AT ONCE.
- CONTINUALLY LAUNCHES NEW TIE FIGHTERS FROM STAR DESTROYERS.
- OBLITERATES A PLANET'S SURFACE USING THE DEATH STAR.

Rebel Alliance

- CONSTRUCTS DIVERSE FLEETS INCLUDING A MIX OF UNIT TYPES AND SUPPORT ABILITIES.
- STEALS TECHNOLOGY UPGRADES FROM THE EMPIRE ONE PIECE AT A TIME.
- CONSTRUCTS VERSATILE X-WING FIGHTERS BEFORE COMBAT BEGINS.
- CAN RAID A PLANET'S SURFACE WITH A SMALL NUMBER OF FORCES, COMPLETELY BYPASSING IMPERIAL BLOCKADES IN SPACE.



SECTION 3:

PLAYING THE GAME

THE GALACTIC MAP VIEW

On the Galactic Map you construct and move your armies, as well as manage your economy and technology. Take control of planets on the map to increase your income and gain new territory on which to build structures.

GALACTIC MAP SCREEN

1 CONTROL PANEL



1. CONTROL PANEL

2. MINI-MAP

3. GALACTIC MAP FILTERS

4. MAIN MENU BUTTON

5. CINEMATIC CAMERA BUTTON

6. SPACE PRODUCTION TAB

7. LAND PRODUCTION TAB

8. PRODUCTION BAR

9. PRODUCTION QUEUE

10. HERO ICONS

The control panel provides you with the most important information about the galaxy in one easy location.

A. The Droid Advisor Offers hints and tips, projects holograms with mission objectives, and provides information when you mouse over an object.

B. The Droid Log Click the droid log button to access four types of gameplay information.

Log This screen lists all the droid advisor's messages, and provides a legend of all galactic mode icons.

History This screen displays charts comparing relative progress of the opposing factions. You can toggle between economy, military, and planet control.

Tech Tree This screen displays the technology tree for your faction.

Summary You can review your controlled planets and their unit production, the location and status of all units, and the economic status of all planets from

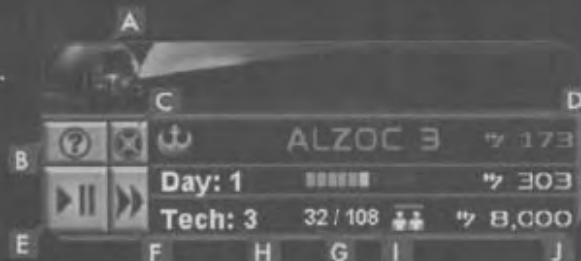
this screen. You can sort the information by clicking on the title above a column.

C. The Mission Holocon Click here to review active and completed missions. You will be alerted by the droid advisor when a new mission becomes available, and you will see the holocon button flash.

D. Planetary Information When a planet is selected on the map this area will display the faction that controls it, the planet's name, and how many credits the planet generates each day.

E. Play/Pause Button Click this to pause or resume the game. While paused galactic time will stop, allowing you to plan your strategy without risk of attack. You can purchase units and structures while paused. However, construction won't begin until you resume play. You cannot move units while paused.

NOTE: The Play/Pause button is not active in multiplayer games.



- F. **Fast Forward** Click and hold this button to speed up game time. Release to resume normal time.
- G. **Time** The green bar indicates the passage of time. When it fills up, one galactic day ends and you receive the credits generated by your planets. The current galactic day, the progress of time, and the number of credits you will receive at the end of the day are displayed here.
- H. **Technology Level** Your technology level determines which units and structures you can build. See page (xx) for more information on increasing your technology level.
- I. **Unit Capacity:** The total number of units you can command throughout the galaxy is restricted by the number of planets and space stations under your control. When you reach your galactic population cap, no new units can be constructed. Your current population appears on the left, the maximum appears on the right.

NOTE: Population Caps in tactical

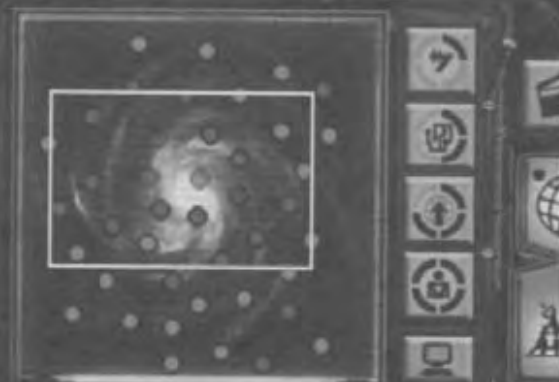
combat are different from those on the Galactic Map.

- J. **Total Credits** This is the total number of credits you have available. At the end of the day, more credits will be added to your total.

2 GALACTIC MODE MINI MAP

The colored dots represent planets. Planets you control are green and enemy-controlled planets are red. Planets controlled by pirate factions are yellow, and unexplored planets are gray. The location of an imminent battle will flash red. Hover the mouse cursor over a planet to have the Droid Advisor display information. Click on any planet to select and center your view on it (highlighting the planet in blue). Click on the magnifying glass in the lower left of the Mini-Map to zoom in on the currently selected planet.

NOTE: In most scenarios, Pirates control some of the galaxy. Pirates are not as well armed as either main faction, making them appealing targets early in the campaign.



3 GALACTIC MAP FILTERS

These buttons make additional information appear on the galactic map.

- A. **Planetary Credits** Displays the number of credits each planet will provide each galactic day.
- B. **Structures** Displays the level of each planet's space station and available structure slots.
- C. **Planetary Effects** Displays each planet's weather and the special advantages granted by controlling the planet.
- D. **Show Heroes** Brings heroes to the top of the stack in whatever fleet they occupy so you can see where they are.



4 MAIN MENU BUTTON

Click on this button to bring up the main menu to access Save / Load Options, Audio Options, Video Options, Keyboard Options, Game Options, or to Exit the game. You can also access this menu by pressing Esc on your keyboard.

5 CINEMATIC CAMERA BUTTON

Click on this to watch a sweeping view of the galaxy. Press Space to switch between different camera angles. Move the mouse cursor to exit this mode.

6 SPACE PRODUCTION TAB

Click this button to select the available units and structures that can be built in space.



HOW DOES GALACTIC UNIT CAPACITY WORK?

- Each planet you control adds to the total number of units you can command. Capture more planets to increase your Unit Capacity.
- Building or upgrading a space station at a planet you control will further increase your Unit Capacity.
- Some units cost more unit capacity points than others. Mouse over a unit to see its population cost in the upper left corner.
- For more information on unit capacity in Tactical Combat mode refer to page 23.

7 LAND PRODUCTION TAB

Click this button to select the available units and structures that can be built on the ground.

8 PRODUCTION BAR

Units available for construction will appear in this area. Each button has a number representing its price in credits. Click on a button to purchase a unit, structure, or upgrade.

9 PRODUCTION QUEUE

Any structures and/or units currently in production will appear here as a hologram, with a percentage showing how complete it is. Space production is in blue, while land production is in orange. Right click on a hologram to cancel its production.

10 HERO ICONS

All of your available heroes are displayed here. Click on a portrait to center on the corresponding hero in the galaxy.

ZOOMING IN ON A PLANET

To see a detailed view of a selected planet, click on the zoom icon located on the galactic Mini-Map, scroll the mouse wheel up, or double-click on the planet. In this view you have easy access to:

- The three large areas for organizing space fleets, which correspond to the three slots visible in the zoomed out view. There is no limit to the size of a space fleet and they can contain a combination of space and land units.

- The slots available for ground units: you are limited to only ten land units stationed on a planet at any one time.

- The slots for building ground structures (the number will vary depending on the planet).

- Space Stations and other space structures

Planetary information

from the zoomed in view, click Planet Info for more detailed information about the planet's advantages, history, weather, indigenous species, and terrain.

Thanks to its detailed information, the zoomed in view is ideal for moving units between land and space, combining fleets, or beginning construction on a planet.



BUILDING YOUR FORCES

WHAT SHOULD I DO TO IMPROVE MY ECONOMY?

- Build more mining facilities on your planets to greatly increase their daily credit value.
- Take over planets by winning tactical battles for an immediate credit boost, and to add a new source of daily income.
- Capture planets connected by trade routes for increased profit.
- Take on missions that include a credit bonus.
- Deploy a smuggler to steal credits from an enemy planet.
- Sell unused units or structures by right-clicking on their icon in the zoomed in view.

GALACTIC ECONOMY

Building structures and units requires credits. At the end of each galactic day, you will earn credits from all of the planets you control.

NOTE: You can store up to 10,000 credits for each planet you control. You cannot earn more credits than your planets can support.

BUILDING STRUCTURES IN SPACE

Select a planet, and then select the space production tab. Space stations are the primary structures you will construct in space. You may only construct one space station per planet, but most planets will allow you to upgrade your

space station as your technology level increases. Zoom in, or use the Structures filter on the galactic map to see the maximum space station level for the planet. In addition to the space station, two other slots for structures also appear in space. These can be filled with long range scanners that provide information on enemy movements, or gravity well generators that prevent enemy retreat. When construction on a space station is complete, it will automatically be placed in orbit above the planet.

NOTE: You can queue up five land and five space constructions per planet. You are charged for the unit or structure when you add it to the queue. However, you can cancel construction of anything still in the queue by right-clicking on it to receive a full refund.

BUILDING STRUCTURES ON LAND

Select a planet, and then select the land production tab. Each planet has between two and eight land slots which you can fill with whatever combination of structures you like. Each structure that you build fills one slot.

NOTE: Some planets, such as Bespin and the Vergesso Asteroids, do not have any land slots to build on. Planets destroyed by the Death Star can no longer be used to build land structures.

Some structures have prerequisites that must be met before they can be built. Refer to the Tech Tree tab in the droid advisor menu for complete information about structure prerequisites.

Once you build a structure from the galactic map, it is automatically placed on the planet in a strategic location. Structures cannot be moved once they have been built. As soon as construction is complete you will have access to the benefits provided by the structure. To sell a structure, right click on its icon while zoomed in on the planet.



CREATING UNITS IN SPACE

Select a planet, and then select the space production tab. The upgrade level of the station will determine which units can be built. Space units are automatically added to one of the three large fleet areas above the planet as soon as construction is complete.

WHAT DO SPACE STATIONS PROVIDE?

- The ability to build starships. Increase the Space Station level to get access to more advanced ships.
- Defensive weapons to combat the enemy's attacking fleet.
- Defensive technology upgrades that can be purchased during a battle.
- Increased galactic unit capacity.

CREATING UNITS ON THE GROUND

Select a planet, and then select the ground production tab. The types of units that you can build are determined by the types of structures you've built on the planet, and your technology level. Once a unit is created it will be added to one of the ten reinforcement areas on the planet's surface. If a planet already contains ten land units, any additional units will be placed in a space fleet.

CONTROLLING YOUR FORCES IN GALACTIC VIEW

ICONS

Units in galactic mode are represented by icons, located either on a planet or above it in space. An icon representing multiple units will appear as a stack with the most powerful unit on top. Any unit in orbit above a planet is known as a fleet. The more powerful the fleet, the taller the icon stack will be.

MOVING UNITS

Click on a unit and drag it where you want to move. Units can only move to another planet that is within the orbital radius of the current planet; this appears as a green ring when the planet is selected. Fleets can jump between multiple friendly planets to reach a destination, or use a hyperspace trade route to reach remote planets. Units occupy slots, represented by the ovals on or near planets. Simply drag a unit to the slot you want to occupy.

COMBAT

Combat occurs when a force is moved into the same orbit as an enemy fleet, or brought to the surface of an enemy occupied planet. Once combat is initiated, you will have a choice to enter tactical mode, or allow the game to automatically resolve the conflict for you. The victor of the battle takes control of either the space above the planet or the surface. When both battlefields are conquered, the victor gains all advantages that the planet provides.

NOTE: Auto-resolve is not available in Story Campaigns—only in Galactic Conquest. Using Auto-resolve often results in the loss of many more units than if you had fought the battle yourself.

TRADE ROUTES

Planets with established Trade Routes are connected by a line. Trade Routes will allow you

to reach distant planets that may be out of your range. If you control a route by capturing the connected planets, you gain a bonus to your credit income.

COMBINING UNITS

You can combine units by dragging one friendly icon over another. Combine fleets to make them larger and more powerful. You can separate fleets in the zoomed-in view by dragging some units into one of the other two fleet slots above the planet.

NOTE: You can combine ground and space forces in your space fleets, but only ground units can be used on a planet's surface. Ground units in a space fleet will ride aboard lightly armored transport ships that are vulnerable to attack and cannot contribute to the battle.

SPECIAL ABILITY SLOTS

Some units have special abilities that allow them to perform special actions on enemy planets. For example: Smugglers can steal credits from enemy-controlled planets when moved into the steal slot located on each planet. Bounty hunters can neutralize enemy heroes without engaging in tactical combat.

RAID PARTIES

A Rebel fleet consisting of four or fewer ground units, any number of heroes, and no space units is a raid party. Raid parties are able to bypass enemy fleets in orbit and land on the surface of a planet directly, skipping space combat entirely. Only the Rebel Alliance can use Raid parties.



STEALTH FLEETS

Stealth fleets can be moved to an enemy planet without initiating a tactical battle. Stealth units can be used to spy on enemy planets, or in some cases steal credits or technology.



TACTICAL BATTLE VIEW

A real-time, tactical battle occurs whenever you enter space or land territory that is controlled by enemy forces.

ATTACKING VS. DEFENDING

In tactical battles, the defender initially has the advantage. The defender can upgrade his troops during battle at friendly structures, and use defensive emplacements to hold off the enemy. If the defender has built military structures on the planet's surface, he will be rewarded with garrison troops from these facilities to aid in the planet's defense.

The burden is on the attacker to bring the right units to carry the battle. The attacker can even the odds by landing secondary structures on the map that may provide upgrades, lift the fog of war, or provide friendly indigenous troops. If there are friendly bombers in orbit, the player can call for a bombing run to strike key targets.

Neither the attacker nor the defender can create new units or structures during a tactical battle. Both must be prepared to make the most of what they constructed on the galactic map.

SPACE TACTICAL VS. LAND TACTICAL

Although the principles behind both tactical combat modes are the same, space and land differ on some key points.

Space Tactical Combat

- POPULATION CAP IS 25
- REINFORCEMENTS CAN ENTER THE BATTLE IN OPEN SPACE
- THE SPACE STATION IS THE PRIMARY STRUCTURE THAT MUST BE DEFENDED OR DESTROYED
- CAPITAL SHIPS AND SPACE STATIONS ARE MADE UP OF HARDPOINT TARGETS, EACH OF WHICH CAN BE DESTROYED INDIVIDUALLY TO DISABLE THAT TARGET'S ABILITIES
- NEBULAE AND ASTEROIDS PRESENT ENVIRONMENTAL HAZARDS

Land Tactical Combat

- POPULATION CAP IS BASED ON THE NUMBER OF REINFORCEMENT POINTS YOU CONTROL
- REINFORCEMENTS CAN BE BROUGHT DOWN FROM SPACE AT A REINFORCEMENT POINT
- THE PLAYER MAY NEED TO DEFEND OR DESTROY MULTIPLE BASE STRUCTURES THROUGHOUT THE MAP
- WEATHER EFFECTS AND INDIGENOUS CREATURES PRESENT ENVIRONMENTAL HAZARDS
- EITHER FACTION CAN CONSTRUCT OFFENSIVE OR DEFENSIVE EMPLACEMENTS AT BUILD PADS

TACTICAL BATTLE SCREEN



- | | | |
|--------------------|---------------------------|--------------------|
| 1 CONTROL PANEL | 4 MAIN MENU BUTTON | 7 COMMAND BAR |
| 2 MINI-MAP | 5 CINEMATIC CAMERA BUTTON | 8 PRODUCTION QUEUE |
| 3 SPECIAL COMMANDS | 6 UNIT COMMANDS | 9 HERO ICONS |

1 CONTROL PANEL

For more information regarding control panel functions, please refer to page 9. The tactical control panel differs in the following ways:

Planetary Information Only the planet name is displayed during tactical combat

Time Galactic time is frozen during tactical battles. No indication of time or income is displayed during battle.

Population Cap The population cap in tactical combat is different from galactic unit capacity.

• **Space** In space tactical combat your population cap is fixed when you enter the battle. Different ships have a different impact on your population. For example, a Star Destroyer costs more population points than a TIE Scout. If you bring several of your large ships into the battle at once, you will reach the population cap quickly.

• **Land** In land tactical combat the population cap is tied to the reinforcement points you control. Each reinforcement point provides a population bonus. You must capture and hold these points in order to increase the number of units you can bring to the battle. For more information on Reinforcements, see page 18.

2 TACTICAL BATTLE MINI MAP

Friendly units are represented in green, while enemy units are red. Pirate units are yellow. The same color scheme applies to structures, which appear as rectangles on the map. Reinforcement points concealed by the fog of war are represented by gray triangles. Friendly reinforcement points are green triangles, and enemy points are red. The location of combat will flash red. Areas covered by the fog of war are dark, while the area your units can see is bright.

There are additional icons on the map when playing in skirmish mode. A large



credit icon indicates a mining build site; a small credit icon indicates a resource pod. A star on the map represents a pirate structure that may grant you new units or abilities.

3 SPECIAL COMMANDS

A. SPECIAL ATTACK

Bombing Run (Land Only)

During a land battle you can take advantage of Y-wings or TIE bombers in orbit by calling for a bombing run.



Ion Cannon (Febels/Space Only)

The ion cannon is constructed on a planet's surface. It fires a blast

capable of disabling a capital ship in space.



Hypervelocity Gun (Empire/Space Only)

The hypervelocity gun is constructed on a planet's surface. It fires a powerful

blast at enemy capital ships that can penetrate most shields.

B. PLACE BEACON



Places a beacon on the map which can be seen by other human players in a multiplayer game.

C. REINFORCEMENTS



Click this button to open the reinforcement queue. Available units will appear in a small window in the upper left

part of the screen. Drag units from the queue to the map to deploy them.

• **Space** Units can be deployed in any open space.

DEPLOYING REINFORCEMENTS

- *Often not all of your units are on the battlefield when the battle begins.*
- *Whether you are on space or on the ground, you will need to bring in reinforcements from your fleets.*
- *It's a good idea to keep some units safe in the Reinforcement queue until they are needed.*
- *In Skirmish mode, you still need to deploy new reinforcements from your fleets, even though they are constructed during battle.*

• **Land** Units can be deployed within the radius of a friendly reinforcement point.

NOTE: If you have reached your population cap, or attempt to drag a unit into battle that would exceed the population cap, you will not be able to deploy reinforcements.

D. RETREAT



Sometimes you may want to withdraw from a battle to save your units from losses. Click on the retreat icon next to the

command bar to initiate a retreat. Whenever retreat has been initiated, a timer will begin counting down, at which time your units are more vulnerable to attack. The retreat is executed once the timer ends. The surviving units will regroup at a nearby friendly planet. Note that in some cases, retreat will not be possible. This includes right at the beginning of a battle, and when gravity well generators are in effect.

5 CINEMATIC CAMERA BUTTON



Click this button to watch your strategy unfold in real time through variety of spectacular cinematic camera angles. Once you

have set up your attack, activate the cinematic camera and enjoy the show.

6 UNIT COMMANDS

Each button issues a command to the currently selected units.



Attack Click on this button, then right-click a target to command your troops to attack it.



Attack-Move Click on this button, then right-click on the battlefield or the Mini-Map to command your units to

move to that position, but also stop and attack any enemies they encounter along the way.



Move Click on this button, then right-click on the battlefield or the Mini-Map to command your units to move to

that position. They will ignore any threats until they reach their destination.



Waypoint Move Click on this button, then right-click on the battlefield or the Mini-Map to create waypoints for

your troops to move to. Right-click multiple times to tell units to move from one waypoint to the next.



Stop Click on this button to cancel any previous orders, and stop your troops where they are. They will engage enemies within range after stopping.



Guard Click on this button, then right-click on a friendly unit to command your troops to follow and protect the target. Guarding units will chase enemies only a short distance before returning to a position near the guarded unit.

7 COMMAND BAR

All selected units are represented here by icons. You can select an individual unit from the group by clicking on its corresponding icon. You can also activate special abilities by clicking on the ability icons located just above the unit icons.

8 PRODUCTION QUEUE

Anything currently in production will appear here as a hologram, with a percentage showing how complete it is. Upgrades appear in blue, while units appear in orange. Right click on a hologram to cancel its production.

9 HERO ICONS

Available heroes are displayed here. Click on a portrait to center on the corresponding hero. Heroes that are providing a global bonus will have a glow around their portrait.

CONTROLLING YOUR ARMY IN TACTICAL VIEW

ADJUSTING YOUR VIEW

In tactical combat you can use the mouse wheel to adjust your view of the battlefield. For an even wider view of the action, press the TAB button for a bird's-eye view. Press TAB a second time for an even wider perspective. Pressing TAB a third time returns you to the standard game perspective. You can also zoom out to a bird's-eye view by scrolling out with the mouse wheel until the camera stops moving. Scroll again once the camera has stopped to switch to bird's-eye view.

SELECTING UNITS

Units are designated as infantry, vehicles, or ships.

- To select a unit, left-click on it.
- To select multiple units, left-click and drag the mouse to draw a box over the units.
- Double-clicking or holding ctrl while clicking on a unit will select all units of that type on screen (for example, ctrl-left-clicking a squad of stormtroopers will select all visible stormtrooper squads).
- Hold the shift button while clicking or dragging the cursor to add units to those already selected.
- In space battles, select fighter squadrons by clicking on their icons.
- All selected units are represented on the Command Bar by portrait icons. Left-click on a unit's icon to select it individually from the group.

COMMAND GROUPS

Once you have units selected, press Ctrl and any number key to assign the units to a command group. A number will appear next to each member of the group to let you know which group they belong to. Any time thereafter, press the corresponding number key to select that group. This allows you to control and organize many groups of units without having to click on them.

MOVING UNITS

Right-click directly on the battlefield or on the Mini-Map to command selected units to move to a position.

A single click move command will force your units to move in formation, at the speed of the slowest unit; while double clicking will allow your selected units to move at their own pace - breaking formation.

Holding ALT while right-clicking creates waypoints for your troops to move to. Hold alt and right-click multiple times to tell units to move from one waypoint to the next.

ATTACKING

Right-click on an enemy to have selected units attack it. They will ignore all other threats until the target is destroyed.

In space battles, enemy fighters will have red squadron icons which can be targeted in this same way. Attacking enemy fighter units by right-clicking on them will force your units to attack the entire squad of units.

Attack-Move: Holding CTRL while right-clicking on the battlefield will command your units to move to that position, but also stop and attack any enemies they encounter along the way.

ECONOMY IN TACTICAL COMBAT

In Campaign and Galactic Conquest, you enter tactical combat with the same number of total credits that you had on the galactic map. Galactic time stops during tactical combat, so you will not earn daily credits during the battle. You will have opportunities to spend credits during combat, so it is your best interest to have some funds ready at all times in case you are attacked.

GAINING CREDITS

You can gain credits during combat by:

- Capturing a resource facility.
- Completing some secondary objectives.
- Selling structures or build pad emplacements (right click).

PURCHASING UPGRADES

The defending faction can purchase offensive and defensive upgrades for their units at friendly structures. To purchase, click on the structure then choose an upgrade from the production bar. Upgrades are persistent, so if you purchase an upgrade in one battle, and are attacked again, your units will retain the bonus in the next battle.

If the attacking faction is able to locate a Mercenary Outfitter on the map, they too will be able to purchase upgrades for their units.

USING BUILD PADS

Build pads are extremely versatile construction sites that either faction can capture. Click on a build pad near your units to purchase one of six emplacements.

Anti-Vehicle Turret: Automatically attacks enemy units. Very effective against vehicles.

Anti-Infantry Turret: Automatically attacks enemy units. Very effective against infantry.

Anti-Aircraft Turret: Automatically attacks enemy units. Very effective against aircraft.

Bacta Healing Station: Heals friendly infantry units within its radius.

Repair Station: Repairs friendly vehicles within its radius.

Sensor Node: Pushes back the fog of war a great deal, improving your visibility.

NOTE: In addition to their primary function, all build pad emplacements count as friendly units, and therefore clear the fog of war in their immediate vicinity. They do not count toward your population cap, so they are a great way to add firepower and support without increasing the size of your army.

COMBAT FEATURES

SECONDARY OBJECTIVES

In tactical combat your goal is to defeat your enemy, but, in many situations secondary objectives will be available that can be extremely rewarding. Whenever possible, try to incorporate the secondary objectives into your strategy to get the most out of the tactical battle.

SPACE COMBAT FEATURES

REINFORCEMENTS

Reinforcements can be dragged from the queue into areas where your units have already cleared the fog of war. Reinforcements cannot be deployed in Asteroid Fields, Nebulae, Ion Storms, or near enemy bases.

SHIELDS

Most ships have shields in addition to their armored hull. Shields are represented by the blue bar just above the unit's health bar. Shields regenerate over time, and must be eliminated before damage to the hull can be done.

STARSHIP HARDPOINTS

The larger ships and space structures are made up of individual components, called hardpoints, which can be targeted. These may include weapons, shields generators, or engines. Destroying one of these will cause that component to cease functioning.

SPACE HAZARDS

ASTEROID FIELDS

While small ships can avoid damage from asteroids, larger ships entering into an Asteroid Field will take damage over time.

NEBULAE

Any ship entering a Nebula or Ion Storm will not be able to use any special abilities. In addition to preventing special ability use, Ion Storms will disable shields.

THE DEATH STAR

When the Empire brings the Death Star into a space battle there will be a countdown at the top of the screen until it is in range. While the Death Star approaches the planet the Empire must fight the space tactical battle. Once in range the Death Star can fire at will and completely destroy the planet's surface. After a planet has been destroyed its land tactical map is eliminated from the galaxy. However, the space tactical map will remain as an asteroid field.

The Rebels can only counter the Death Star by winning a space tactical battle against the Death Star, while Red Squadron is in their fleet.

GROUND COMBAT FEATURES

REINFORCEMENT POINTS

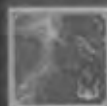
Reinforcement Points are tactical positions that increase the owner's population cap and allow reinforcements to land. You must eliminate all nearby enemy units and then have at least one infantry unit near the Reinforcement Point hologram until it turns green. **Only infantry units can capture Reinforcement Points.** Once you have control, you can drag units from the reinforcement queue to anywhere within Reinforcement Point radius. This range is designated by a green circle around the reinforcement point.

INFANTRY UNITS

Infantry units are necessary for capturing reinforcement points. They are also able to take advantage of natural cover on some terrain increasing their offensive and defensive capabilities. Most infantry are able slip by anti-vehicle weaponry, so you can use them to reach objectives that may be inaccessible to your vehicles.

WEATHER

Your troops will have to deal with planetary weather. Weather effects cause the following reductions in capabilities:



Rain of Ash
Infantry sight range
reduced.



Snowstorm
Vehicle sight range
reduced.



Heavy Rain
Laser accuracy
reduced.



Wind/Sandstorm
Rocket accuracy
reduced.

Defenders can purchase a Survival Training upgrade at their barracks to negate the effect of weather on their units.

TERRAIN OBSTACLES

Some terrain is impassable by most units, such as trees, water, and cliffs. Hovering units, however, can travel over water, and flying units can travel over all terrain.

GOOD GROUND

Infantry units can take advantage of strategically defensive areas on the map by activating their Take Cover ability. Units enhanced by their position on Good Ground will appear green and receive a bonus to their offensive and defensive abilities.



INDIGENOUS FORCES

Many planets are home to various indigenous species. Some of the intelligent life forms will be friendly toward your faction, allowing you to take control of them and use them as your own. Others may be friendly to your enemy, or hostile to all factions. For more information, see Indigenous Forces, page 55.

GARRISON UNITS

In campaigns and scenarios, many structures on land and in space automatically produce garrison units. These are bonus units that are not affected by the population cap. When a garrison unit is destroyed, the structure produces a replacement. Garrison units are not produced in skirmish games. (See Garrison Units chart in Appendix on page 47.)

SPECIAL STRUCTURES

Many planets feature structures that either faction can claim. Controlling these structures can be the key to controlling the map. For example, finding a sensor array will completely dispel the fog of war, allowing you to see all your enemy movements. Capturing a turbolaser tower will allow you to obliterate enemy vehicles from a great distance.

NOTE ON SKIRMISH PLAY

ECONOMY

In skirmish games, you slowly gain credits over time. You can increase the rate of credit production by capturing mining build sites and resource pods.

BUILDING UNITS

Unlike Campaign or Galactic Conquest, in Skirmish mode you construct units during the tactical battle. To construct a unit, select a structure and choose a unit to build from the production bar. When unit construction is complete the unit will be added to the reinforcement queue. To bring the new unit into the battle, drag it from the queue like any reinforcement.

TECHNOLOGY LEVEL

To increase your technology level in Skirmish battles, click on your command center and choose the technology level upgrade. This applies to both the Empire and the Rebels. As your technology level increases, new units and upgrades become available at your structures.

SAVING AND LOADING THE GAME

You can save or load the game at any time by pressing the main menu button, or the ESC key, and choosing Save Game or Load Game. The game will also autosave periodically to retain your progress.

SECTION 4

TECHNOLOGY LEVEL

As your faction's technology level increases, new advanced units and structures will become available for you to build. For complete information regarding your faction's technology, click on the droid advisor and choose Tech Tree.

UPGRADING SPACE STATIONS

As your technology level increases, you will be able to upgrade your space stations. This will not only allow you to build new starships, it will also increase your galactic unit capacity. Also, upgraded space stations offer much greater defense for your planet.

ACQUIRING NEW HEROES

Increasing your technology level may also attract new hero characters to your ranks. The heroes that join your faction after an upgrade will vary depending on the scenario. After a technology upgrade, check the hero icons on the galactic map for new additions.

INCREASING YOUR TECHNOLOGY LEVEL

Empire - Research Technology on Your Planets

- Construct a Research Facility
- When the facility is complete, select the planet it was built on and choose Upgrade Imperial Tech from the production menu.
- When the upgrade is complete, new technology will be available.
- You will be able to research technology at this planet again to increase your level further.

Rebels - Steal Technology from the Empire

- Select the R2-D2 and C-3PO hero unit on Galactic Map.
- Drag them to the "Steal" slot on a nearby Imperial planet.
- Select a technology to steal from the menu.
- When all of the technologies in a group have been stolen, the Rebels' overall technology level will increase.

SECTION 5

UNITS AND STRUCTURES

UNIT TACTICAL STRATEGIES

All units have strengths and weaknesses that you must take into account when forming your strategies. For your reference a chart detailing unit tactical strategies in both land and space battles, has been included with the game. You can also find important this information to help you plan your strategies by placing the mouse cursor over a unit to get a tool tip. These tool tips in battle. You will show you see clearly what enemy units the unit is strong and against, and what they are weak against. A reference card detailing this information has been included with the game. This, combined with the planet's weather effects, will help you determine your strategy.

UNIT SPECIAL ABILITIES

Most units have one or more special abilities, which can be activated by clicking on the Special ability icon in the Command Bar, or right clicking on the unit during a land or space battle, itself. Some abilities may need to recharge after use. While the ability is recharging, its icon will glow. Once the icon has returned to normal you may use the ability again. Place the mouse cursor over the ability icon on the Command Bar for more information.

REBEL ALLIANCE UNITS

SPACE UNITS

Z-95 HEADHUNTER

Z-95 Headhunters have sophisticated sensor equipment for locating enemy craft and make excellent scouts.

SPECIAL: HUNT FOR ENEMIES - AUTOMATICALLY SEEK OUT AND DESTROY ENEMIES.



X-WING (T-65 X-wing)

The X-wing is a versatile ship-to-ship fighter that can trade off between speed and power.

SPECIAL: LOCK WINGS - INCREASES SPEED, BUT REDUCES FIREPOWER.



Y-WING

Y-wings are the workhorses of the Rebel fleet. They can disrupt shields, disable enemy ships, and provide air support during land battles.

SPECIAL: ION CANNON SHOT - REDUCES SHIELDS AND MAY TEMPORARILY DISABLE ENEMY SHIPS.

INBATES, BOMBING RUNS ON THE PLANET'S SURFACE.



A-WING

The A-wing is a fast, lightly shielded fighter equipped with an array of jamming equipment to confuse enemy targeting computers.

SPECIAL: LURE ENEMY FIGHTERS - INCREASES DEFENSE AND FORCES ENEMY FIGHTERS TO ENGAGE THE A-WING.



CORELLIAN CORVETTE

The Corellian corvette is armed with laser cannons and over-sized drive engines for a ship of its scale, allowing the vessel to avoid a blockade or quickly enter a fight.

SPECIAL: BOOST ENGINE POWER - INCREASES SPEED BY REDUCING FIREPOWER.



CORELLIAN GUNSHIP

Fast and deadly, the Corellian gunship boasts laser cannon batteries and concussion missile launchers that can bypass shields, damaging the hull directly.

SPECIAL: BOOST ENGINE POWER - INCREASES SPEED BY REDUCING FIREPOWER.



MARAUDER MISSILE CRUISER

The Alliance cruiser can barrage an area with missiles creating heavy devastation in the process.

SPECIAL: BARRAGE AREA.



REBEL CRUISER (Nebulon-B Frigate)

Nebulon-B Frigates house both laser cannons and turbolaser batteries, and specialize in combat with Patrol Cruisers.

SPECIAL: BOOST SHIELD STRENGTH - INCREASES SHIELD POWER BY REDUCING SPEED AND FIREPOWER.



ALLIANCE ASSAULT FRIGATE (Assault Frigate MK. II)

Boasting laser cannon and turbolaser batteries, the "Alliance Assault Frigate" can handle the larger Imperial cruisers and destroyers.

SPECIAL: BOOST SHIELD STRENGTH - INCREASES SHIELD POWER BY REDUCING SPEED AND FIREPOWER.



MON CALAMARI CRUISER (Mon Cal MC80 Star Cruiser)

Mon Cal Cruisers are heavily armed and well defended ships that can take on Imperial Star Destroyers. NOTE: Can only be built if the player controls Sullust, Fondor, Kuat, or Mon Calamari.

SPECIAL: BOOST SHIELD STRENGTH - INCREASES SHIELD POWER BY REDUCING SPEED AND FIREPOWER.



GROUND UNITS

REBEL TROOPERS (SpecForces Infantry Platoon)

Rebel troopers are trained to use a variety of tactics, including the use of strategic cover for increased defense.

SPECIAL: TAKE COVER - DECREASES DAMAGE RECEIVED, BUT REDUCES MOVEMENT SPEED. INFANTRY CAN TAKE ADVANTAGE OF COVER ON THE MAP THAT OFFERS ADDITIONAL BONUSES.



PLEX MISSILE TROOPERS

(SpecForces PLX Missile trooper Platoon)

Troopers carry PLX-2M Missile Tubes which fire rockets capable of doing massive damage to vehicles.

SPECIAL: TAKE COVER - DECREASES DAMAGE RECEIVED, BUT REDUCES MOVEMENT SPEED. INFANTRY CAN TAKE ADVANTAGE OF COVER ON THE MAP THAT OFFERS ADDITIONAL BONUSES.



INFILTRATORS

(SpecForces Infiltrators)

Infiltrators are stealthy infantry units armed with sniper rifles that are rarely detected by the enemy until it's too late.

SPECIAL: THERMAL DETONATOR - PLANT A BOMB THAT WILL EXPLODE AFTER A SHORT PERIOD OF TIME.



T2-B REPULSOR TANK

The T2-B Repulsor Tank is a nimble unit that can even travel over water. It is well suited to reconnaissance and light combat.

SPECIAL: HUNT FOR ENEMIES - AUTOMATICALLY SEEK OUT AND DESTROY ENEMIES.



T4-B HEAVY TANK

T4-B tanks can alternate between firing blasters to tear through infantry, or using rockets to pummel vehicles and structures.

SPECIAL: ROCKET ATTACK - RANGE AND DAMAGE TO STRUCTURES IS INCREASED, BUT ACCURACY IS REDUCED.



ASSAULT SPEEDER T-47 Airspeeder

Assault Speeders can travel just about anywhere on the map faster than any other unit. They are the perfect counter for the lumbering Imperial AT-AT.

SPECIAL: TOW CABLE ATTACK - PERFORM A TOW CABLE ATTACK ON AN AT-AT.



MPTL-2A ARTILLERY

When deployed, the MPTL-2a can fire torpedoes over long distances with the help of a spotter unit. Without the spotting unit, the range and accuracy of the MPTL are severely hampered.

SPECIAL: DEPLOY/UNDERLOY - WHEN DEPLOYED THESE UNITS CAN FIRE LONG RANGE ARTILLERY SHOTS, BUT CANNOT MOVE.



REBEL HEROES

MON MOTHMA

Mon Mothma is the Rebel Alliance's quiet conscience and central leader; her strong presence spurs her forces toward victory. She uses her political influence to negotiate better prices for the Rebel Alliance.

SPECIAL: DEFENSIVE MORALE BOOST - INCREASES DEFENSE OF ALLIED SHIPS. PRODUCTION COST REDUCED 25% AT HER LOCATION.



KYLE KATARN

Kyle Katarn saw the Empire's true face after learning it was responsible for his family's death. His military training is now in the service of the Rebellion.

SPECIAL: THERMAL DETONATOR - PLANT A BOMB THAT WILL EXPLODE AFTER A SHORT PERIOD OF TIME.

SPRINT - INCREASES MOVEMENT SPEED.



CAPTAIN RAYMUS ANTILLES

Antilles is level-headed, schooled in diplomacy, and a capable pilot. His ship, the *Sundered Heart*, has been modified with the ability to diminish enemy weapons.

SPECIAL: WEAKEN ENEMY - ENEMIES SUFFER A SIGNIFICANT ATTACK POWER REDUCTION.

BOOST ENGINE POWER - INCREASED SPEED BY REDUCING FIREPOWER.



R2-D2/ C-3PO (Artoo-Detoo/ See-Threepio)

R2-D2 and C-3PO are a droid duo with a knack for being in the wrong place at the right time. They steal key technologies from the Empire, increasing the Rebel's technology level.

SPECIAL: CONTROL TURRET - TAKE CONTROL OF AN ENEMY TURRET.

REPAIR VEHICLE - REPAIR A FRIENDLY VEHICLE.

STEAL TECHNOLOGY (GALACTIC WAR ONLY) - STEAL TECHNOLOGY FROM THE EMPIRE.



COMMANDER ACKBAR

Ackbar captains his personal flagship, *Home One*. He can rally his fleets to take out the mightiest of opponents.

SPECIAL: REDIRECT ALL FIRE POWER - ALL REBEL SHIPS WITHIN RANGE OF THE TARGET FOCUS THEIR FIRE DOING ADDITIONAL DAMAGE.

BOOST SHIELD POWER - INCREASES SHIELD POWER BY REDUCING SPEED AND FIREPOWER.



HAN/CHEWIE (Han Solo/Chewbacca)

Han Solo is a young scoundrel who pilots the legendary *Millennium Falcon*. Chewbacca serves as Solo's first mate. These two have a knack for getting themselves into and out of trouble.

HAN SOLO SPECIAL: EMP BURET - DISABLES NEARBY MACHINES FOR A SHORT TIME.

SPRINT - INCREASES MOVEMENT SPEED.

CHEWBACCA SPECIAL: STEAL VEHICLE - TAKE CONTROL OF AN ENEMY VEHICLE.

SPRINT - INCREASES MOVEMENT SPEED.

MILLENNIUM FALCON

SPECIAL: INVULNERABILITY - TEMPORARILY RENDERS THE SHIP INVULNERABLE.



OBI-WAN (Obi-Wan Kenobi)

Obi-Wan Kenobi is among the last of the Jedi Knights. In battle, Obi-Wan draws upon the Force to protect and heal his allies.

SPECIAL: FORCE PROTECT - GRANTS A TEMPORARY DAMAGE REDUCING BARRIER.

FORCE HEAL - HEALS ORGANIC UNITS NEARBY.



RED SQUADRON/ LUKE SKYWALKER

These pilots are known for their daring piloting and tactics. Red Squadron is the only unit that can defeat the Death Star.

SPECIAL: LUCKY SHOT - FIRE A DEVASTATING LUCKY SHOT THAT DOES FAR MORE DAMAGE THAN NORMAL.

LOCK WINGS - INCREASES SPEED, BUT REDUCES FIREPOWER BY HALF.



REBEL STRUCTURES

ALLIANCE SPACE STATION

The Alliance Space Station serves as an orbital defense platform for a star system and manages the construction of ships. During battle the space station will defend itself by producing X-wing fighters and firing turbolasers, ion cannons, and proton torpedoes at the enemy.

ALLIANCE BARRACKS (Delvin Constructs Model MilBar F-221)

The Alliance troop barracks train Infantry Platoons and PLEX Soldiers.

ALLIANCE LIGHT VEHICLE FACTORY (Delvin Constructs Model fac L-83)

The T2-B tank and Assault Speeder are both produced through this structure.

DELVIN CONSTRUCTS MODEL FAC H-65 (Alliance Heavy Vehicle Factory)

These manufacture T4-B tanks and MPLT-2a artillery.

ALLIANCE OFFICER ACADEMY (Delvin Constructs Model Edu A-46)

Allows the Rebels to train Field Commanders and Fleet Commanders.

INFILTRATOR TRAINING FACILITY (Delvin Constructs Model Edu I-73)

Elite Infiltrators units can be trained at this facility.

ION CANNON (Planetary Ion Cannon)

An energy weapon built on the surface of a planet that the Rebels can fire during a space battle to disable an enemy ship. Though it fires into space, the Ion Cannon itself is on the planet's surface and can only be destroyed during a land tactical battle.

ALLIANCE COMMAND CENTER (Delvin Constructs Model Com C-52)

This building serves as a base of operations on Rebel outposts. In skirmish battles it can be used to recruit heroes and develop new technologies.

GALACTIC EMPIRE UNITS

SPACE UNITS

PROBE DROID

These droids can be secretly deployed to the Spy slot on an enemy planet, allowing the Empire to see the enemy's defenses on the Galactic Map.



TIE FIGHTER

The mass-produced TIE fighters are disposable units well suited to ship-to-ship combat against small Rebel fighters. They rely on overwhelming numbers to defeat opponents.

SPECIAL: HUNT FOR ENEMIES - AUTOMATICALLY SEEK OUT AND DESTROY ENEMIES.



TIE BOMBER

These bombers can plaster an area on the ground or use their precise targeting computers to disable vital areas of capital ships such as shield generators and engines.

SPECIAL: DISABLE BOMBING RUNS ON THE PLANET'S SURFACE.



TIE SCOUT

TIE scouts can be dispatched to scout out distant areas and lift the fog of war, revealing enemy positions and defenses.

SPECIAL: SNOOP PING - TEMPORARILY REVEALS AN AREA OF THE MAP.



TARTAN PATROL CRUISER (Tartan-class Patrol Cruiser)

Tartan Patrol Cruisers are fast, well armed ships that can hold their own in combat against Rebel frigates and corvettes.

SPECIAL: BOOST WEAPON POWER - INCREASES FIREPOWER BY REDUCING SPEED AND SHIELD POWER.



BROADSIDE-CLASS CRUISER KDB-1 (Missile Ship)

Broadside-class Cruisers can barrage an area with deadly missile fire from a safe distance, making them excellent support craft for your fleet.

SPECIAL: BARRAGE AREA - FIRE A VOLLEY OF MISSILES AT A TARGETED AREA.



ACCLAMATOR (Acclamator-class Assault Ship)

This standard Imperial cruiser produces TIE fighters and TIE bombers during battle. It has more than enough firepower to take on small Rebel fleets and lightly armed space stations.

SPECIAL: BOOST WEAPON POWER - INCREASES FIREPOWER BY REDUCING SPEED AND SHIELD POWER.



VICTORY-CLASS STAR DESTROYER

These vessels house complements of TIE fighters and TIE bombers. They are extremely effective against Rebel corvettes and frigates.

SPECIAL: BOOST WEAPON POWER - INCREASES FIREPOWER BY REDUCING SPEED AND SHIELD POWER.



INTERDICTOR CRUISER (Immobilizer 418 Cruiser)

Interdictor Cruisers are powerful ships capable of disrupting the Rebels' strategy by preventing retreat and interfering with their targeting.

SPECIAL: GRAVITY WELL GENERATOR - PREVENTS ENEMIES FROM RETREATING. THE INTERDICTOR CANNOT MOVE WHILE THIS IS ACTIVE.

MISSILE JAMMING FIELD: CAUSES MOST ENEMY MISSILES TO MISS THEIR TARGETS. THE INTERDICTOR CANNOT MOVE WHILE THIS IS ACTIVE.

**IMPERIAL STAR DESTROYER (Imperial-class Destroyer)**

These massive war ships make short work of all but the strongest Rebel vessels. They produce TIE fighter and TIE bomber squadrons for defense during battle, and can activate a tractor beam to trap helpless Rebel ships. **NOTE:** Can only be built if the player controls Sullust, Fondor, Kuat, or Mon Calamari.

SPECIAL: TRACTOR BEAM - A TARGETED SHIP WILL SLOW DOWN OR STOP.

**DEATH STAR**

The Death Star is the Empire's ultimate weapon. It is armed with a super laser that is capable of destroying an entire planet.

SPECIAL: SUPER LASER - COMPLETELY DESTROYS A PLANET.

**GROUND UNITS****STORMTROOPER PLATOON**

Stormtroopers are the Empire's all-purpose infantry. They are trained to take advantage of strategic cover on the battlefield.

SPECIAL: TAKE COVER - DECREASES DAMAGE RECEIVED, BUT REDUCES MOVEMENT SPEED. INFANTRY CAN TAKE ADVANTAGE OF COVER ON THE MAP THAT OFFERS ADDITIONAL BONUSES.

**SPEEDER BIKE (Scout Trooper)**

Scout troopers rely on their lightly armored Speeder Bikes to travel across battlefields quickly. They can drop devastating thermal detonators deep behind enemy lines, and then escape before the detonation.

SPECIAL: THERMAL DETONATOR - DROP A BOMB THAT WILL EXPLODE AFTER A SHORT PERIOD OF TIME.

**TIE MAULER (Imperial TIE op-1)**

The TIE mauler sacrifices armor for speed and maneuverability. It is armed with rapid fire laser cannons and can use its tank treads to run over enemy infantry. As a last resort, it can self-destruct, causing massive damage.

SPECIAL: SELF-DESTRUCT - THE MAULER WILL EXPLODE CAUSING GREAT DAMAGE. TO CANCEL DETONATION, ORDER THE MAULER TO ATTACK OR MOVE.

**2-M REPULSOR TANK**

2-M Repulsor Tanks are shielded and highly mobile, allowing them to reach distant regions of the battlefield quickly while taking out enemy infantry along the way.

SPECIAL: BOOST WEAPON POWER - INCREASES FIREPOWER BY REDUCING SPEED AND SHIELD POWER.

**AT-ST (All Terrain Scout Transport)**

The AT-ST is a lightly armored scout vehicle that uses its powerful lasers to provide covering fire for ground troops or to barrage an area; it is particularly effective at crushing enemy infantry and turrets.

SPECIAL: BARRAGE AREA - FIRE A VOLLEY OF LASERS AT A TARGETED AREA.

**SPMA-T (Self-Propelled Medium Artillery Turbolaser)**

SPMA-Ts are mobile artillery that must deploy before firing their main cannons. They require a spotter unit to point distant targets for them. Their lasers cause incredible damage to any target they strike.

SPECIAL: DEPLOY/UNDISPLAY - WHEN DEPLOYED THESE UNITS CAN FIRE LONG RANGE ARTILLERY SHOTS, BUT ARE UNABLE TO MOVE.

**AT-AA (All Terrain Anti-Aircraft)**

The AT-AA has a flat pod that sits on a walking shell. It is capable of traversing a variety of battlefield terrain to get into position and stop air assaults.

SPECIAL: MISSILE JAMMING FIELD - CAUSES MOST ENEMY MISSILES TO MISS THEIR TARGETS, BUT REDUCES THE AT-AA'S MOBILITY.

**AT-AT (All Terrain Armored Transport)**

AT-ATs employ four head-mounted laser cannons and their feet can crush enemy troops. They also can deploy Stormtroopers via rappel lines dropped from the vehicle's belly.

SPECIAL: DEPLOY STORMTROOPERS - DEPLOY A COMPANY OF STORMTROOPERS AT THE AT-AT'S FEET.

**HEROES****EMPEROR PALPATINE**

In combat, Palpatine draws upon the Force to sear his opponents with deadly lightning, or to bend them to his will. Whichever planet Palpatine occupies will produce units and structures more efficiently.

SPECIAL: FORCE LIGHTNING - DAMAGES ANY NEARBY TARGETS.

FORCE CONDUIT - CONVERTS ENEMY UNITS TO THE IMPERIAL FACTION.

REDUCES PRODUCTION COSTS 25% AT HIS LOCATION.

**MARA JADE**

Mara Jade relies on stealth and cunning to sow confusion among the Rebels. She can force enemies to do her bidding and sneak behind enemy lines to plant deadly explosives.

SPECIAL: THERMAL DETONATOR - PLANT A BOMB THAT WILL EXPLODE AFTER A SHORT PERIOD OF TIME.

FORCE CONDUIT - CONVERTS ENEMY INFANTRY TO THE IMPERIAL FACTION.



CAPTAIN PIETT

Piett is Captain of the Imperial-class Star Destroyer, the *Accuser*. The *Accuser* has been modified with a proton beam capable of causing massive destruction to other vessels.

SPECIAL: TRACTOR BEAM - A TARGETED SHIP WILL SLOW DOWN OR STOP
PROTON BEAM - FIRES A CONTINUOUS BEAM AT A NAUPOINT TARGET



COLONEL VEERS

Colonel Maximilian Veers pilots his own advanced AT-AT prototype named *Blizzard 1* and is recruiting for an assault force of the mighty behemoths once full scale production begins. Veers' AT-AT is immune to airspeeder cable attacks.

SPECIAL: DEPLOY STORMTROOPERS - DEPLOY A COMPANY OF STORMTROOPERS AT THE AT-AT'S FEET
MAXIMUM FIREPOWER - CHARGE THE CANNONS FOR TREMENDOUS FIREPOWER



GRAND MOFF TARKIN

Tarkin is a commander that cannot contemplate retreat as a viable option; as such, fleets under his command will not be able to retreat from a space battle.

SPECIAL: BOOST FLEET EFFECTIVENESS IN COMBAT
REDUCES THE COST OF RESEARCH FACILITIES AT HIS CURRENT LOCATION



BOBA FETT

Boba Fett is a walking arsenal sporting wrist blasters, a flame thrower, and a jetpack. His ship, *Slave 1*, boasts deflector shields and a devastating seismic charge.

SPECIAL: JETPACK - FLY TO THE DESIGNATED LOCATION BYPASSING OBSTACLES
FLAME THROWER - COVER AN AREA WITH WAVES OF FIRE
SEISMIC CHARGE (SPACE) - DROP A BOMB THAT EXPLODES AFTER A SHORT DELAY



DARTH VADER

As a Dark Lord of the Sith, Darth Vader draws upon the Force in combat to devastate his opponents. In space, Vader pilots a specially designed TIE Advanced x1 starfighter and is protected by a team of loyal wingmen.

SPECIAL: FORCE PUSH - EMITS A DEADLY SHOCKWAVE AROUND DARTH VADER. HIGHLY EFFECTIVE AGAINST INFANTRY
FORCE CRUSH - SEVERELY DAMAGES VEHICLES OVER TIME
CALL FOR WINGMEN (SPACE) - REPLENISHES LOST WINGMEN IN VADER'S SQUADRON



IMPERIAL STRUCTURES

IMPERIAL SPACE STATION

The Imperial Space Station serves as an orbital defense platform for a star system and manages the construction of ships at Imperial orbital shipyards. During battle the space station will defend itself by producing TIE fighters and firing turbolasers, ion cannons, and proton torpedoes at the enemy.

GRAVITY WELL GENERATOR

This space structure denies Rebel fleets the ability to tactically retreat from a space battle once it has begun, allowing the Empire to destroy their entire force.

MAGNAPULSE CANNON (Kuat Drive Yards KDY m-68 Planetary Magnapulse Cannon)

This cannon lobbs plasma balls at enemy vehicles causing massive electrical disturbances that disable the target for a time.

RESEARCH FACILITY (Corporate Sector Authority Res-a Technology Center)

This Research Facility is used by the Empire to develop new technologies supporting the war effort.

DELVIN CONSTRUCTS MODEL MILBAX C-427 (Imperial Barracks)

The Imperial barracks can house several companies of Stormtroopers and scout troopers.

IMPERIAL OFFICER ACADEMY (Delvin Constructs Model Edu-A-34)

New officers are trained here before being sent off to command troops in battle.

IMPERIAL LIGHT VEHICLE FACTORY (Delvin Constructs Model Fac L-113)

These factories initially produce AT-STs, but can be retro-fitted to handle the production of 2-M Repulsor Tanks and TIE maulers.

IMPERIAL HEAVY VEHICLE FACTORY (Delvin Constructs Model Fac H-121)

The Heavy factory was designed to construct the middle-range walkers including the SPMA-T and the AT-AT.

IMPERIAL ADVANCED FACTORY (Delvin Constructs Model A-Fac 333)

The Empire's Advanced factory constructs AT-AT walkers and SPMA-T artillery.

IMPERIAL COMMAND CENTER (Delvin Constructs Model Cam C-38)

Imperial Officers use one centralized location to direct all operations on a planet.

HYPERVELOCITY GUN (Imperial Department of Military Research/Taim & Bok HVs-2 Hypervelocity Gun)

A planetary defense weapon that fires metal slugs at high speed at ships in orbit. Though it fires into space, the weapon itself is on the planet's surface and can only be destroyed during a land tactical battle.

SPECIAL UNITS

These special unit types can be found in either the service of the Empire or the Rebellion.

FLEET COMMANDER

Fleet Commanders improve the combat health and sight range of all space units under their command.

FIELD COMMANDER

Field Commanders improve the combat health and sight range of all ground units under their command.

BOUNTY HUNTER

For a price, Bounty Hunters will track down fugitives and eliminate heroes without initiating a tactical battle. On the galactic map, drag a Bounty Hunter to the neutralize hero slot beside a planet and pay the fee to take advantage of their services.

SMUGGLER

To steal credits from an enemy planet, drag a smuggler on the galactic map into the steal credits slot beside a planet. At the end of each Galactic Day you will receive credits from your smuggler on the enemy planet.

SWAMP SPEEDER (Infantry Support Platform Speeder)

The Swamp Speeder is a repulsor lift vehicle that can travel over water. Its sensors allow it to hunt units wherever they may be on the map.

POD WALKER (All Terrain Attack Pod)

The AT-AP is a light scout walker with a single laser cannon that slices through enemy infantry.

IPV (IPV 1 Imperial Patrol Vessel)

These lightly armored pirate cruisers can enhance their weapon power to destroy enemy fighters.

SPECIAL STRUCTURES

These special structures may be used by either the Empire or the Rebellion.

POWER GENERATOR

Power Generators keep communications arrays, base shields, turbolaser towers and mining facilities functioning, and are a vital component in any base.

SHIELD GENERATOR (CoMar Weapons SLD-14 Shield Generator)

Shield Generators prevent orbital bombardments and energy attacks directly on the base it protects. It does not prevent enemies from entering. Shield Generators require a power generator to operate.

MINING FACILITY (CMC-22 Mining Facility)

The Mining Facility can extract almost any precious resource as raw material. These buildings provide a substantial boost to credit income.

TURBOLASER TOWER (Taim & Bak XX-10 Turbolaser Tower)

The XX-10 is a planetary surface weapon with a rotating turbolaser turret that can track and fire upon enemy troops and vehicles. Turbolasers require a power generator to fire.

COMMUNICATIONS ARRAY (MicroThrust Processors Communications Array)

The Communications Array transmits battlefield information and radar locations to the troops, revealing more information on the mini-map.

ORBITAL LONG RANGE SCANNER (Loronar Corporation OLR Scanner)

The Orbital Long Range Scanner detects ships in hyperspace over many light years distance providing advance warning of approaching enemy fleets.

CANTINA

Smugglers and Mercenaries are often found here. Cantinas can only be built on Abregado-rae, Atzerri, Corellia, Nal Hutta, Ryloth, and Tatooine.

HUTT PALACE

Bounty hunters can be found here. The palace will reveal commander units above the planet. Hutt Palaces can only be built on Atzerri, Nal Hutta, Ryloth, and Tatooine.

BACTA HEALING STATION (Zaltin Bacta Corporation Field Bacta Tank)

Bacta, a synthetic chemical developed from an ancient remedy to heal all but the most serious of wounds, is automatically dispensed to any friendly infantry units nearby.

REPAIR STATION (Loratus Manufacturing Automated Repair Droid)

The Automated Repair Droid can repair damage to any friendly vehicles in the area.

SENSOR NODE (MicroThrust Processors X2-a Series Sensor Node)

Sensor nodes can be placed throughout the battlefield to monitor locations for any kind of activity.

MERCENARY OUTFITTER

Field commanders in need of an edge can purchase available equipment upgrades here.

MISSILE DEFENSE SATELLITE (Corporate Sector Authority Md-12 Satellite Platform)

The Missile Defense Satellite is armed with missile launchers that target mid-sized ships, causing a considerable amount of damage.

LASER DEFENSE SATELLITE (Corporate Sector Authority Ld-12 Satellite Platform)

This Satellite is armed with laser cannons capable of tracking and firing upon fighters and smaller ships.

ASTEROID MINING FACILITY (Corellia Mining Corporation CMC-A14 Mining Facility)

These facilities found in asteroid fields substantially increase credit income.

MERCHANT SPACE DOCK

Special space units can be purchased from these small orbital stations during skirmish battles.

RESOURCE PAD (Corellia Mining Corporation CMC-RP05 Resource Pad)

Both the Rebellion and the Empire use Resource Pads to quickly mine raw materials to sell off for credits. They are not as efficient as full-sized Mining Facilities.

CREATURES

The galaxy is teeming with life, some friendly and some hostile. Creatures such as Wampas, the Sarlacc, rancors, banthas, tauntauns and others may encounter your troops. Always keep the native creatures in mind when planning your strategy to avoid losing a battalion of troops to a hungry rancor during your assault on the enemy base.

PIRATE FORCES

Pirates can often be found piloting a variety of ships and vehicles like frigates, fighters, and skiffs in addition to fighting as foot soldiers. They occasionally take control of planets and establish asteroid bases and land bases. While not as well armed as the Empire or the Rebels, the pirates are fierce combatants that will challenge either side for control of a planet. You can take control of pirate technology by completing some missions, or by purchasing units at a pirate structure in a skirmish battle.

INDIGENOUS FORCES

Many planets throughout the galaxy have sentient species inhabiting them. Local inhabitants may decide to aid your forces in combat. You can directly control friendly indigenous forces as though they were your own troops. Indigenous forces do not count toward the population cap. They make excellent scouts and advance units, and can be used for diversionary tactics as well. See page 55 for more information.

INDIGENOUS FORCE STRUCTURES

Indigenous structures automatically generate indigenous troops each time a group is defeated. The structure will continue to generate troops until it is destroyed.

SECTION 6**PLANET FEATURES**

Each planet features a number of unique land and space attributes that will affect its value in your overall strategy. Zoom in on a planet from the Galactic Map, or use Map Filters for more information.

SPACE

- All planets include a space tactical map where battle may occur.
- Space tactical maps include different hazards such as asteroids, nebulae, and ion storms.
- A space station may be constructed above any planet.
- Different planets permit different levels of space station upgrades.
- All planets include two areas where space structures can be constructed.
- All planets include three space areas that can contain an unlimited number of units.

LAND

- Most planets include a land tactical map where battle may occur.
- Different planets have different sized tactical maps, including different terrain.
- Each planet features its own weather effects which may penalize some units.
- Many planets feature indigenous forces which may be friendly, hostile, or neutral (see chart on page 51).
- Planets with a land tactical map can contain ten standard units on the surface.
- Planets with a land tactical map will include two to eight areas for building structures on the surface.

PLANET FEATURES

Planets give special bonuses to the faction that controls them. Some planets give bonuses only to a specific faction. See page 52 in the Appendix for more information.

SECTION 7

You can customize **STAR WARS: EMPIRE AT WAR** from the options menu. Access options from the main menu when you first start the game, or by pressing the ESC key while playing. Many options have a default setting which you can restore at any time by pressing the Defaults button on the menu.

AUDIO OPTIONS

Adjust the sound effects, music, and dialogue to find your favorite sound settings for the game. You can also select your sound output mode and toggle subtitles.

VIDEO OPTIONS

In this menu there are many options that you can customize to improve the look of the game or increase your system performance. Click the Auto Detect button to use the settings recommended for your system and video card. Click on the Advanced button to further customize your settings. Auto Detect is available for advanced settings as well.

If you are using a widescreen monitor and resolution, you can choose widescreen mode from this menu.

NETWORK OPTIONS

There are a number of network options that you can configure to ensure an optimal Multiplayer experience.

NOTE: Please refer to the Troubleshooting Guide in the game launcher if you experience any problems while adjusting your audio, video, or network settings.

KEYBOARD OPTIONS

You can customize the game's keyboard shortcuts to create a control scheme that's ideal for the way you like to play. There are separate tabs for Units, Land, Space, and Interface settings. For a complete list of the default keys, please refer to the back cover.

GAME OPTIONS

There are a number of game options you can adjust to personalize your game experience.

GAME SPEED

You can speed up or slow down the rate at which time passes and the speed that units move in Galactic and Tactical modes to find a pace that's right for you.

SCROLL SPEED

Adjust this option to change the rate at which the screen scrolls. You may want to speed it up to get to distant areas quickly, or slow it down to see more of the map clearly as you scroll.

AUTO-RESOLVE

When this option is selected, combat is automatically resolved for you, allowing you to bypass tactical combat and focus on your galactic strategy. This is recommended for experienced players only. Auto-Resolve is never as efficient as when you are controlling your troops and ships directly.

DELAYED ENCYCLOPEDIA POPUP

When this option is selected, there is a delay before tool tips appear on screen.

ABSOLUTE PUSH SCROLL

Limits the duration that the screen will scroll when pushing the cursor to the edge of the screen, giving you more direct control over scrolling the map.

ALTERNATE MOUSE CONTROLS

Switches the left and right click functionality to an alternate control scheme. Left-clicking selects units and issues orders, and right-clicking will deselect units. Holding down the right mouse button and moving the mouse will scroll the map.

USE RIGHT MOUSE BUTTON FOR SCROLLING

If enabled, holding down the right mouse button and moving the mouse will scroll the map.

SECTION 8

GAME MODES

There are four different ways to play a multiplayer game:

CAMPAIGN

Two players battle head-to-head on a custom galactic map, taking over planets and vying for control of the galaxy. You can win the game either by conquering all the planets in the galaxy, or by killing the enemy's leader (Mon Mothma or Emperor Palpatine). Depending on the size of the galaxy you choose, games may be short and intense, or epic in scope. You can save and load your Multiplayer campaign, so games can take as long as you want them to.

LAND SKIRMISH

Land Skirmish has all the features of a single player skirmish battle, but with up to four Empire and four Rebel players (Human or AI). The two teams battle it out to see who will wipe out the enemy and their base first.

SPACE SKIRMISH

In Space Skirmish, up to four Empire and four Rebel players (Human or AI) battle to defeat the enemy's space station and fleets. There are resources and pirate stations located in the asteroid fields that can turn the tide of the battle. Work together with your teammates to become the dominant space fleet.

LAND CONTROL

Land Control is like Land Skirmish, but instead of trying to wipe out the enemy units and their base, you need to capture all of the reinforcement points in order to win. Two teams with up to four players each battle for control of the map until one team has taken control of all of the territory.

MULTIPLAYER GAME OPTIONS

CAMPAIGN OPTIONS

STARTING CREDITS

Determines the number of credits each faction begins with.

STARTING TECH LEVEL

Sets the initial technology level for each faction.

MAX TECH LEVEL

Sets the final technology level that can be achieved in the scenario.

AUTO RESOLVE

Sets the conditions under which battles will be resolved automatically. You can set it to Ask before each battle, or Always Auto Resolve.

NOTE: Auto Resolve is only available in Campaign mode.

ALLOW RANDOM EVENTS

Turn this off if you only want to deal with your opponent and not be given missions from characters in the game.

SKIRMISH AND CONTROL OPTIONS

ALLOW HEROES

Choose whether or not to allow heroes in the game.

FREE STARTING UNITS

Choose whether or not to start the game with free units.

ALLOW SUPER WEAPONS

Allows you to disable super weapons like the Death Star.

PRE-BUILD BASE

Choose whether or not your base will be built when the game starts.

STARTING CREDITS

Determines the number of credits each faction begins with.

WIN CONDITIONS

Choose what conditions must be met to win the battle.

PLAYING ONLINE

Games can be played over the Internet, or through a Local Area Network.

INTERNET

Selecting this option allows you to battle other players over the Internet through the GameSpy matchmaking service. When selecting this option you will be asked to login to GameSpy or create a new GameSpy Account. To create an account you must create a GameSpy nickname, designate a valid e-mail address (which will be used to send you your password if you forget it), and choose a password. You can also set this screen to remember some or all of this information for logging in quickly. Once you log in you will be able to search for games in the games list, select Quick Match to automatically find a game (TVI games of any type), or create your own by clicking the Host button.

LOCAL AREA NETWORK (LAN)

Selecting this option allows you to play games with other people connected to your computer locally. Any games available will appear in the list, along with the players in the games and any map settings. You can also create your own game by clicking on the Host button.

OPTIONS

Here you can adjust your network settings. You can also set the game type to search for when using Quick Match through Internet multiplayer games.

For more information on improving network performance, or working with firewall, proxy, or anti-virus software, please refer to the Troubleshooting Guide in the game's launcher.

APPENDIX

GARRISON UNITS

Structure	Garrison Unit 1	Garrison Unit 2	Garrison Unit 3	Garrison Unit 4
REBEL SPACE				
Station Lvl. 1	X-wing Squadron	Y-wing Squadron		
Station Lvl. 2	X-wing Squadron	Y-wing Squadron	Corellian Corvette	
Station Lvl. 3	X-wing Squadron	Y-wing Squadron	Corellian Corvette x2	
Station Lvl. 4	X-wing Squadron	Y-wing Squadron	Corellian Corvette x2	Nebulon-B Frigate
Station Lvl. 5	X-wing Squadron	Y-wing Squadron	Corellian Corvette x2	Nebulon-B Frigate x2
REBEL LAND				
Barracks	Trooper Squad	PLEX Squad		
Light Factory	T2-B			
Heavy Factory	MPTL + Spotter			
Infiltrator Facility	Infiltrator			
EMPIRE SPACE				
Station Lvl. 1	TIE fighter Squadron	TIE bomber Squadron		
Station Lvl. 2	TIE fighter Squadron	TIE bomber Squadron/Tartan	Cruiser	
Station Lvl. 3	TIE fighter Squadron	TIE bomber Squadron/Tartan	Cruiser x2	
Station Lvl. 4	TIE fighter Squadron	TIE bomber Squadron/Tartan	Cruiser x2	Accolator
Station Lvl. 5	TIE fighter Squadron	TIE bomber Squadron/Tartan	Cruiser x2	Accolator x2
EMPIRE LAND				
Barracks	Stormtrooper Squad	Scout Trooper Team		
Light Factory	AT-ST			
Heavy Factory	SPMA-1			
Advanced Factory	2-M Tack			

REBEL UPGRADES

Upgrades can be purchased in skirmish mode by selecting structures and clicking on the upgrade icons in the command bar. The more powerful the upgrade, the more credits it will cost.

REBEL UPGRADES (LAND)

DESCRIPTION

STRUCTURE

Combat Armor: Level 1	Infantry take 25% less damage	Barracks
Combat Armor: Level 2	Plex Troopers take 25% less damage	Barracks
Survival Training	Negates weather effects on your units	Barracks
Light Armor Plating: Level 1	Light Vehicles take 25% less damage	Light Vehicle Factory
Light Armor Plating: Level 2	Light Vehicles take 50% less damage	Light Vehicle Factory
Enhanced Repulsors: Level 1	Light vehicles +15% move speed	Light Vehicle Factory
Enhanced Repulsors: Level 2	Light vehicles +30% move speed	Light Vehicle Factory
Heavy Armor Plating: Level 1	Heavy Vehicles take 25% less damage	Heavy Vehicle Factory
Heavy Armor Plating: Level 2	Heavy Vehicles take 50% less damage	Heavy Vehicle Factory
Improved Treads: Level 1	Heavy vehicles +15% move speed	Heavy Vehicle Factory
Improved Treads: Level 2	Heavy vehicles +30% move speed	Heavy Vehicle Factory
Improved T4B Damage: Level 1	Heavy T4B Tank attack damage +25%	Heavy Vehicle Factory
Improved T4B Damage: Level 2	Heavy T4B Tank attack damage +50%	Heavy Vehicle Factory
Increased Production: Level 1	Mining Facility produces +20% credits	Heavy Vehicle Factory
Increased Production: Level 2	Mining Facility produces +40% credits	Mining Facility
Reinforced Structures	Structures take 25% less damage	Mining Facility
Enhanced Turret Fire Power: Level 1	Anti Infantry turret damage +25%	Research Facility
Enhanced Turret Fire Power: Level 2	Anti Vehicle and AA turret damage +25%	Research Facility

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Upgrades enemy vehicles from manufacturing shield.

REBEL UPGRADES (SPACE)

DESCRIPTION

STRUCTURE

Increased Supplies: Level 1	Supply Dock produces +20% credits	Asteroid Mining Facility
Increased Supplies: Level 2	Supply Dock produces +40% credits	Asteroid Mining Facility
Space Station Level 1	Upgrades space station to level 2.	Rebel Space Station
Enhanced Shielding: Level 1	Fighters +25% shielding	Rebel Space Station
Improved Weapons: Level 1	Fighter attack damage +25%	Rebel Space Station
Space Station Level 2	Upgrades space station to level 2.	Rebel Space Station
Space Station Level 3	Upgrades space station to level 3.	Rebel Space Station
Improved Weapons: Level 2	Frigate attack damage +25%	Rebel Space Station
Improved Defenses: Level 1	Hard Point Laser, Ion Cannon, and Missile damage +15%	Rebel Space Station
Enhanced Shielding: Level 2	Rebel Frigates +25% shielding	Rebel Space Station
Space Station Level 4	Upgrades space station to level 4.	Rebel Space Station
Improved Defenses: Level 2	Hard Point Laser, Ion Cannon, and Missile damage +30%	Rebel Space Station
Space Station Level 5	Upgrades space station to level 5.	Rebel Space Station
Enhanced Shielding: Level 3	Rebel Capital ships +25% shielding	Rebel Space Station
Improved Defenses: Level 3	Hard Point Laser, Ion Cannon, and Missile damage +50%	Rebel Space Station
Improved Weapons: Level 3	Capital ship attack damage +25%	Rebel Space Station



IMPERIAL UPGRADES

Upgrades can be purchased in skirmish mode by selecting structures and clicking on the upgrade icons in the command bar. The more powerful the upgrade, the more credits it will cost.

EMPIRE UPGRADES (LAND)	DESCRIPTION	STRUCTURE
Increased Mobility	Storm Troopers +30% move speed	Bar racks
Survival Training	Negates weather effects on your units	Bar racks
Stamina Boost	Storm Troopers +35% health	Bar racks
Light Reflective Armor: Level 1	Light units deflect 15 % of laser fire in a random direction, potentially hitting enemies.	Light Vehicle Factory
Light Reflective Armor: Level 2	Light units deflect 30 % of laser fire in a random direction, potentially hitting enemies.	Light Vehicle Factory
Enhanced Reactors: Level 1	Light units +15% move speed	Light Vehicle Factory
Enhanced Reactors: Level 2	Light units +30% move speed	Light Vehicle Factory
Heavy Reflective Armor: Level 1	Heavy units deflect 15 % of laser fire in a random direction, potentially hitting enemies.	Light Vehicle Factory
Heavy Reflective Armor: Level 2	Heavy units deflect 30 % of laser fire in a random direction, potentially hitting enemies.	Light Vehicle Factory
Improved AT-AT Reactors: Level 1	AT-AT's +25% move speed	Heavy Vehicle Factory
Improved AT-AT Reactors: Level 2	AT-AT attack damage +10%	Heavy Vehicle Factory
Increased Production: Level 1	Mining Facility produces +20% credits	Mining Facility
Increased Production: Level 2	Mining Facility produces +40% credits	Mining Facility
Reinforced Structures	Structures take 25% less damage	Research Facility
Enhanced Turret Fire Power: Level 1	Anti-Infantry turret damage +25%	Research Facility
Enhanced Turret Fire Power: Level 2	Anti-Vehicle and AA turret damage +25%	Research Facility
Enhanced Base Shield	Prevents enemy projectiles from penetrating shield	Research Facility

EMPIRE UPGRADES (SPACE)

STRUCTURE

Increased Supplies: Level 1	Supply Dock produces +20% credits	Asteroid Mining Facility
Increased Supplies: Level 1	Supply Dock produces +40% credits	Asteroid Mining Facility
Space Station Level 1	Upgrades space station to level 2.	Empire Space Station
Enhanced Reactors: Level 1	Fighters +25% movement speed	Empire Space Station
Reinforced Armor Level 1	Corvettes take 25% less damage	Empire Space Station
Space Station Level 2	Upgrades space station to level 2.	Empire Space Station
Improved Weapons: Level 1	Fighter attack damage +25%	Empire Space Station
Space Station Level 3	Upgrades space station to level 3.	Empire Space Station
Improved Weapons: Level 2	Corvette attack damage +25%	Empire Space Station
Reinforced Armor Level 2	Frigates take 25% less damage	Empire Space Station
Improved Defenses: Level 1	Hard Point Laser, Ion Cannon, and Missile damage +15%	Empire Space Station
Enhanced Reactors: Level 2	Frigates +25% movement speed	Empire Space Station
Space Station Level 4	Upgrades space station to level 4.	Empire Space Station
Improved Defenses: Level 2	Hard Point Laser, Ion Cannon, and Missile damage +30%	Empire Space Station
Space Station Level 5	Upgrades space station to level 5.	Empire Space Station
Enhanced Reactors: Level 3	Capital Ships 25% movement speed	Empire Space Station
Improved Defenses: Level 3	Hard Point Laser, Ion Cannon, and Missile damage +50%	Empire Space Station
Reinforced Armor Level 3	Capital Ships take 25% less damage	Empire Space Station
Improved Weapons: Level 3	Capital ship attack damage +25%	Empire Space Station

PLANETARY BONUSES

PLANETS	ADVANTAGE	EFFECT	EFFECT RANGE	FACTION FAVORED	INDIGENOUS POPULATION ALIGNMENT
Albregado rose	Production Boost: AT-ST	20% Price Reduction	Galactic	Empire	Rebel
Arlen II	High Credit Value	Planet generates more credits, and gains a boost for mining facilities.	Planet Only	Both	
Alberian	Combat Armor	50% Damage Reduction for Rebel Troopers	Galactic	Rebels	
Alzac III					
Anaxes	Production Boost: Victory Star Destroyer	20% Price Reduction	Galactic	Empire	Human
Atzerri	Black Market Influences	The income per day can vary from very low to very high.	Planet Only	Both	Human
Bespin	High Credit Value	Planet generates more credits, and gains a boost for mining facilities.	Planet Only	Both	Rebel
Bespin	Production Boost: Acclamator	20% Price Reduction	Galactic	Empire	Human
Bondan	High Credit Value	Planet generates more credits, and gains a boost for mining facilities.	Planet Only	Both	
Bothanui	Spy Network is visible.	Tactical information for nearby systems surrounding Bothanui.	Planets	Both	Bothans
Byss	Improved AT-AT Reactors	AT-ATs receive a 20% boost to speed and firepower.	Galactic	Empire	Human
Carida	Production Boost: Infantry	20% Price Reduction	Galactic	Both	Human
Corellia	Production Boost: Corellian Corvette	20% Price Reduction	Galactic	Rebels	Human
Corulag	Production Boost: Infantry	20% Price Reduction	Galactic	Both	Human
Coruscant	High Credit Value	Planet generates more credits and gains a boost for mining facilities.	Planet Only	Both	Human/Imperial
Dagobah	Ground Base Stealth	Ground bases cannot be seen by the enemy unless actively landing on the planet.	Planet Only	Both	
Dantooine	Ground Base Stealth	Grants a 25% speed boost to all MPL and T-4-B tanks.	Galactic	Rebels	Human
Endor	Light Reflective Armor	TIE master, AT-ST, AT-AA gain a 15% chance to reflect blaster fire.	Galactic	Empire	Evok
Eriadu	Production Boost: T-4-B Tank	20% Price Reduction	Galactic	Rebels	Empire
Fondor	Production Boost: Alliance Assault Frigate; Capital Ship Producer	20% Price Reduction	Galactic	Rebels	Human
Fresia	Production Boost: A-wing Squadron	20% Price Reduction	Galactic	Rebels	Human
Geonosis	Production Boost: MPL	20% Price Reduction	Galactic	Rebels	Geonosisians
Hoth	Ground Base Stealth	Ground bases cannot be seen by the enemy unless actually landing on the planet.	Planet Only	Both	
Ilium	Production Boost: SPMA-T	20% Price Reduction	Galactic	Empire	
Jabim	Unit Restriction: repulsor lift vehicles	2-M Tanks, T-2-B Tanks, Scout Troopers and Assault Speeders cannot be deployed on the planet.	Planet Only	Neither	Human
Kashyyyk	Ground Base Stealth	Ground bases cannot be seen by the enemy unless actually landing on the planet.	Planet Only	Both	Wookiee
Kessel	High Credit Value	Planet generates more credits, and gains a boost for mining facilities.	Planet Only	Both	
Korriban	Production Boost: 2-M Tank	20% Price Reduction	Galactic	Empire	
Kuat	Production Boost: Imperial Star Destroyer; Capital Ship Producer	20% Price Reduction	Galactic	Empire	Human



PLANETS	ADVANTAGE	EFFECT	EFFECT RANGE	FACTION FAVORED	INDIGENOUS POPULATION	ALIGNMENT
Manaan	Tactical Auto-Heal: Infantry	Infantry automatically heal over a period of time during tactical battles.	Planet Only, Defender Only	Both		
Mon Calamari	Production Boost: Calamari Cruiser, Capital Ship Producer	20% Price Reduction	Galactic	Rebel	Mon Calamari	Rebel
Naboo	T4-B Damage Upgrade	T4-B tanks gain a 25% damage bonus.	Galactic	Rebel	Human/Gungan	Rebel
Nal Hutta	Black Market Influences	The income per day can vary from very low to very high.	Planet Only	Both	Hutts	Pirate
Pelusi	High Credit Value	Planet generates more credits, and gains a boost for mining facilities.	Planet Only	Both		
Ryloth	Stamina Boost	Starfighters gain a 35% health bonus.	Galactic	Empire	Twilek	Pirate
Shola	Tactical Auto-Damage: Infantry	All infantry takes damage over time during tactical battles.	Planet Only	Neither		
Sullust	Production Boost: Tarfon Cruiser, Capital Ship Producer	20% Price Reduction	Galactic	Empire	Sullustan	Rebel
Taris	Production Boost: T2-B Tank	20% Price Reduction	Galactic	Rebel	Human	Empire
Tatooine	Light Armor Upgrade	T2-B tanks and Assault Speeders gain a 25% bonus to armor.	Galactic	Rebel	Jawa/Human	Rebel
Thyffera	Tactical Auto-Heal: Infantry	Infantry automatically heal over a period of time during tactical battles.	Planet Only, Defender Only	Both		
Vergesso Asteroids	Improved Weapons I	X-wing, Y-wing, A-wing and Z-95 squadrons gain a 25% damage bonus.	Galactic	Rebel		
Wayland	Improved Treads	Grants a 25% speed boost to all NPTL and T4-B tanks	Galactic	Rebel	Human	Pirate
Yavin	Enhanced shielding I	X-wing, Y-wing, A-wing and Z-95 squadrons gain a 25% bonus to shield strength.	Galactic	Rebel	Human	Rebel

INDIGENOUS PLANETS

PLANET	INDIGENOUS 1	FACTION	INDIGENOUS 2	FACTION
Anaxes	Human	Empire		
Byss	Human	Empire		
Carida	Human	Empire		
Corulag	Human	Empire		
Coruscant	Human	Empire	Imperial Guard	Empire
Eriadu	Human	Empire		
Fresia	Human	Empire		
Karribon	Human	Empire		
Kuat	Human	Empire		
Taris	Human	Empire		
Abregado_ree	Human	Rebel		
Bestine	Human	Rebel		
Bothawui	Bothans	Rebel		
Corellia	Human	Rebel		
Dantooine	Human	Rebel		
Endor	Ewok	Rebel		
Fondor	Human	Rebel		
Geonosis	Geonosians	Rebel		
Jabiim	Human	Rebel		
Kashyyyk	Wookiee	Rebel		
Mon Calamari	Mon Calamari	Rebel		
Naboo	Human	Rebel	Gungan	Rebel
Sullust	Sullustan	Rebel		
Tatooine	Jawa / Human	Rebel	Sandpeople	Hostile
Yavin	Human	Rebel		
Atzerri	Human	Pirate		
Nal Hutta	Hutts	Pirate		
Ryloth	Twilek	Pirate		
Wayland	Human	Pirate		

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